

HRAPAY

Chapter 7

Recurring Payments/Deductions

AASIS Support Center, Diane Hill 09/16/04 Revised to V3

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Recurring Payments/Deductions are controlled by wage types. In the Recurring Payments/Deduction Infotype (0014), if a wage type with a balance is selected (such as Teachers Buy Back), the Additional Payment (0015) is automatically prompted and displayed, enabling you to define the limit for that deduction.



Demonstration

Enter Recurring Payments/Deductions (PA30)



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There are several types of payments/deductions that may occur from an employees paycheck such as:

- ✓ Garnishment (0194 and 0195)
- √ Concurrent Employment (0014)
- ✓ Recurring Deductions/Payments (0014)
 - United Way
 - ASEA
- ✓ Job related allowances (0014 and 0015)
 - State vehicle
 - Uniform allowances
 - Union dues

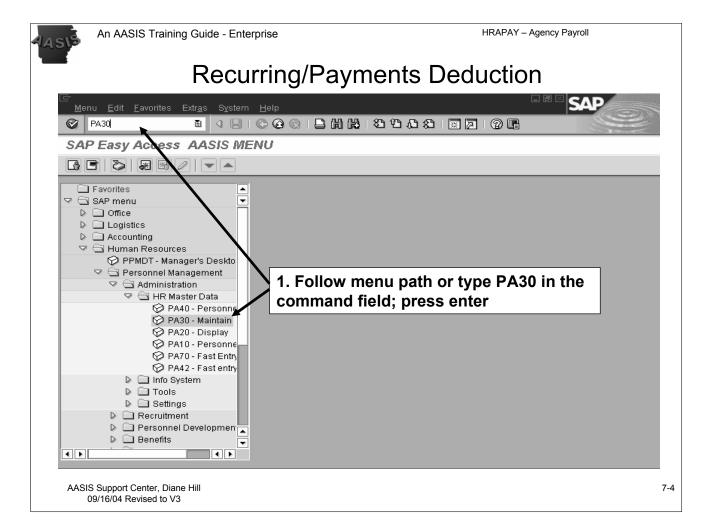
EXERCISE SCENARIO

An employee has elected to withhold ASEA dues from their bi-weekly paycheck.

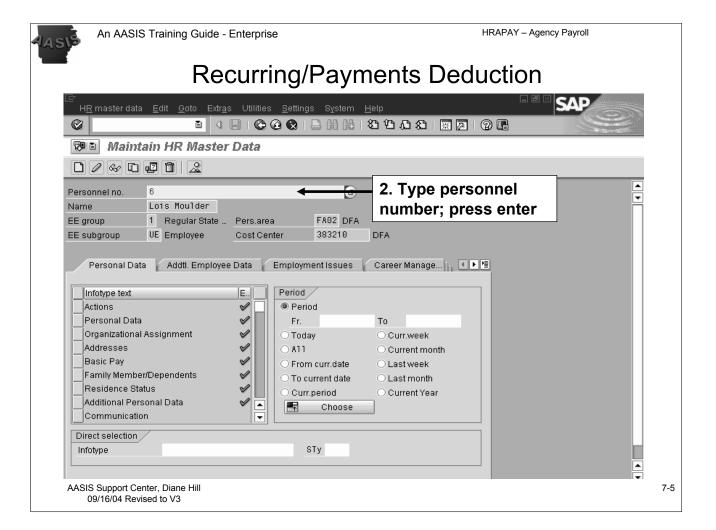
Process the new Recurring Deductions in AASIS

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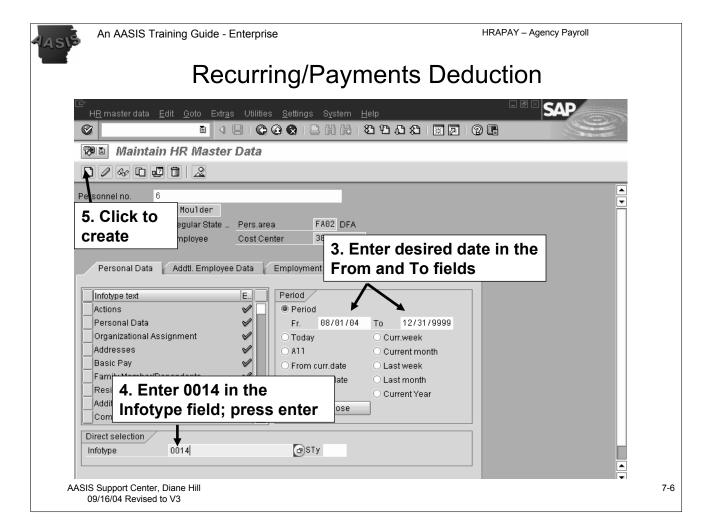
7-3



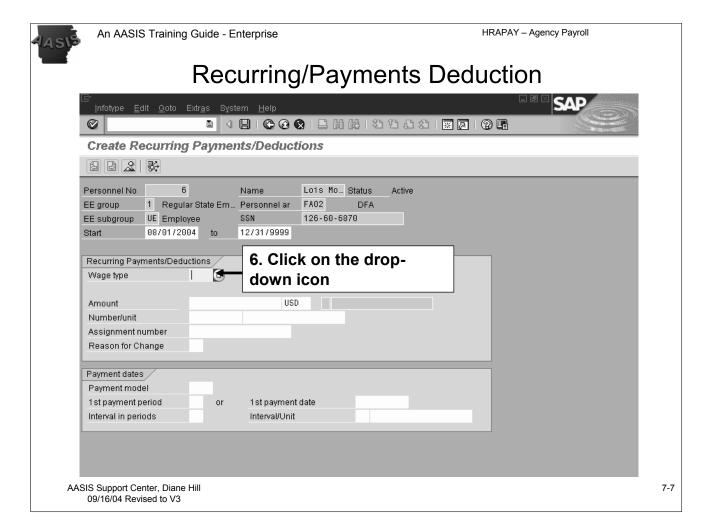
The menu path is Human Resources > Personnel Management > Administration > HR Master Data > Maintain.



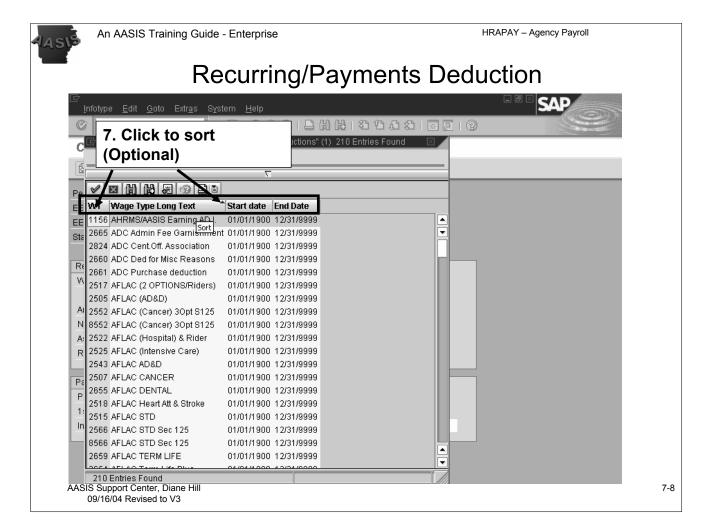
Always verify the employee's name before you process any master data change.



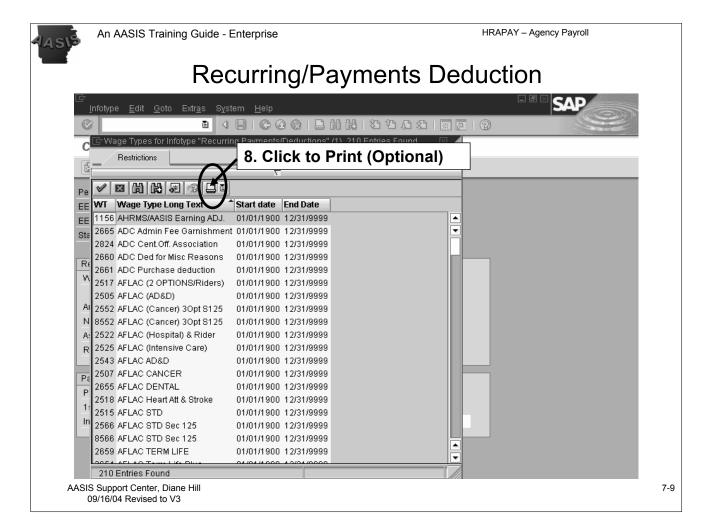
Enter the begin date of the payment/deduction in the From field. In the To field, enter 12/31/9999. Infotype 0014 is Recurring Payment/Deductions.



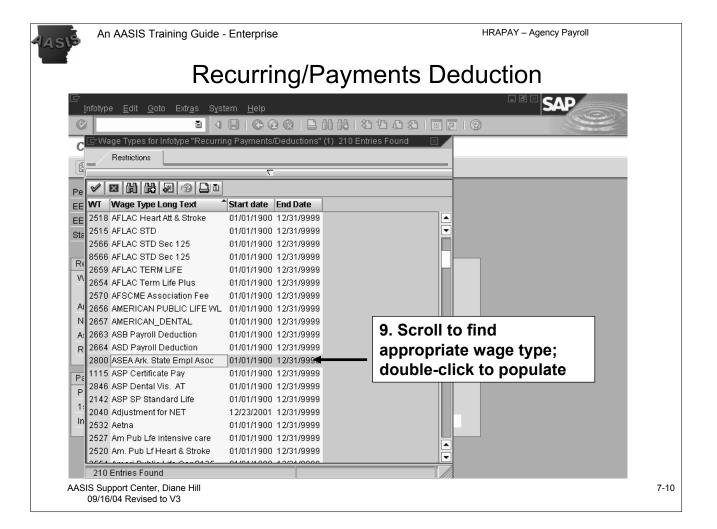
If you know the wage type number you may type it in the Wage type field. If unknown, you can search by selecting the drop-down icon.



You may sort the list by selecting the header row of any column.



You have the option of printing this list for future reference by choosing the print icon.

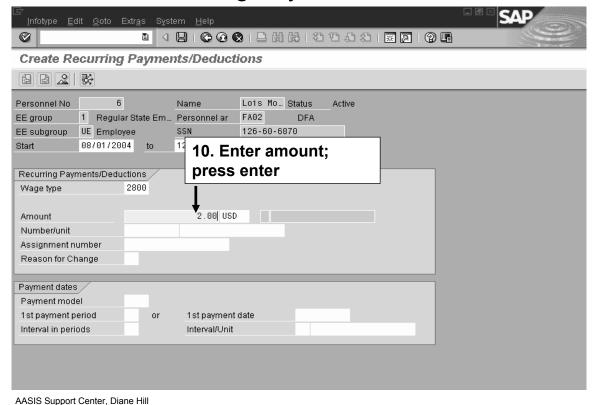


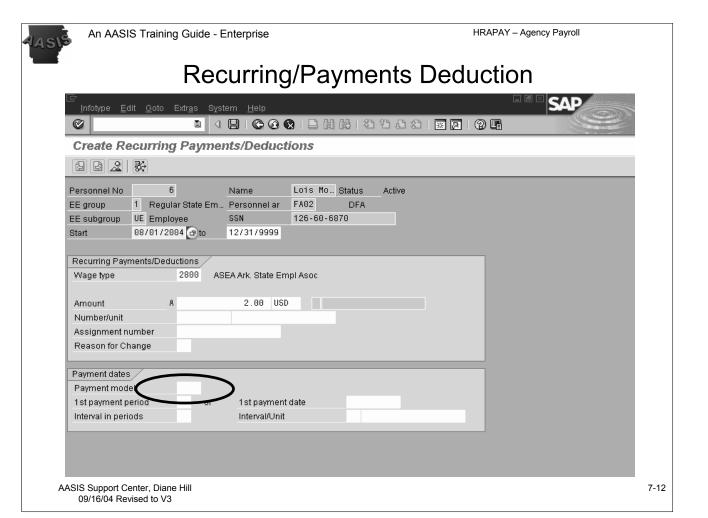
Note: Always verify that you have chosen the correct wage type. Some wage types are Agency specific, such as ASP (Arkansas State Police), G&F (Game & Fish)

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Recurring/Payments Deduction





Upon pressing enter, certain wage types will default a payment model. You can accept the default or change the payment model as required. This will decide at what frequency the payment/deduction will occur, such as monthly, 24 pay periods or 26 pay periods.

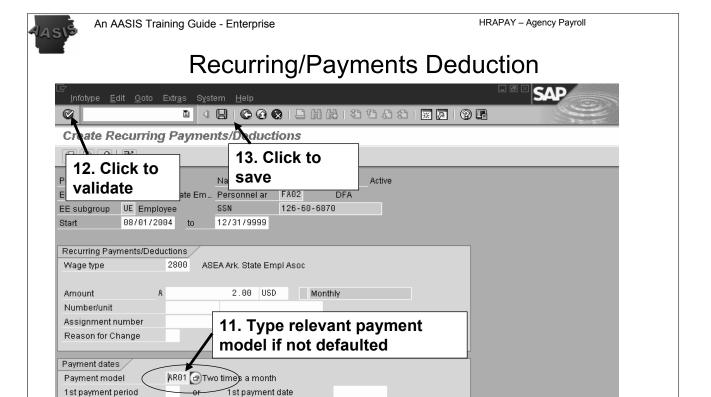
If no payment model defaults, you must select one.

The payment models to be used are:

AR00 – Two times a month (Monthly)

AR01 - Every pay period (Bi-weekly)

AR02 – One time each month (Monthly)



(Continued)

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Interval in periods

AR04 – 1 time each month (1st Payperiod) (Monthly)

Interval/Unit

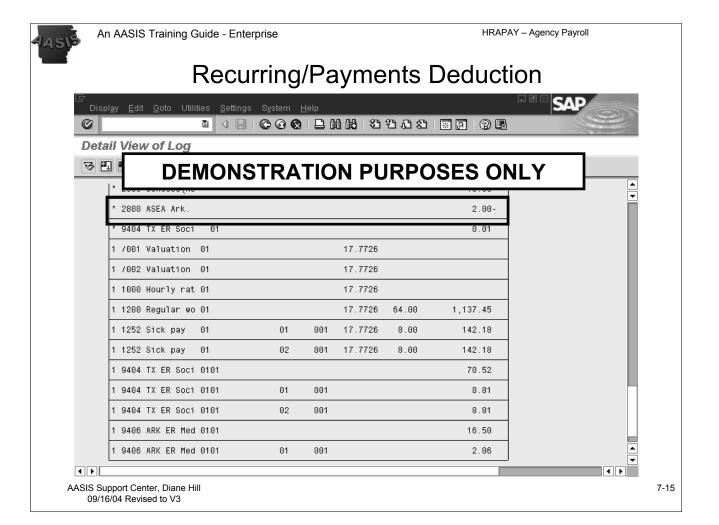
AR05 – 1 time each month (2nd Payperiod) (Monthly)

The amount listed in the amount field will be deducted or paid according to the payment model that you selected. (For example, if you have chosen \$5.00 with a payment model of AR00 and you are in pay area 11 (bi-weekly); this amount would be deducted or paid at \$2.50 per pay period.

It is vital that you choose the correct payment model.



Record is created and now can be processed through payroll.



After you make any master data changes, always perform a payroll simulation to view the RT (Results Table) to determine how it will impact the employee's pay.

The 2800 wage type will display the amount deducted for ASEA dues.



Demonstration

Change Existing Recurring Payments/Deductions (PA30)



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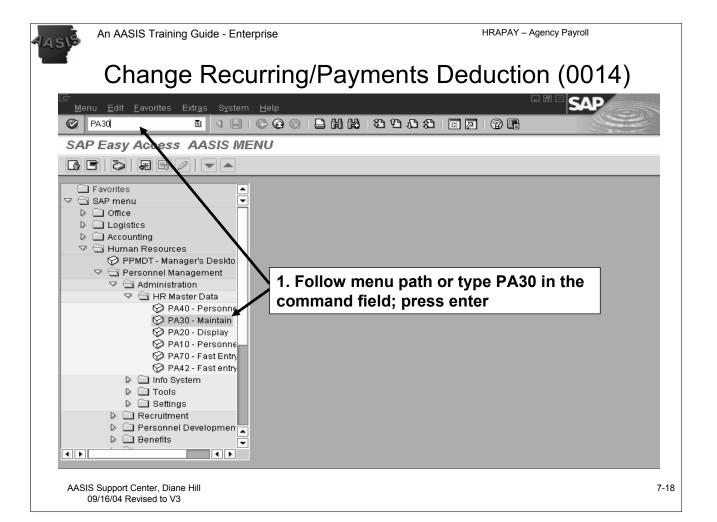
7-16

EXERCISE SCENARIO

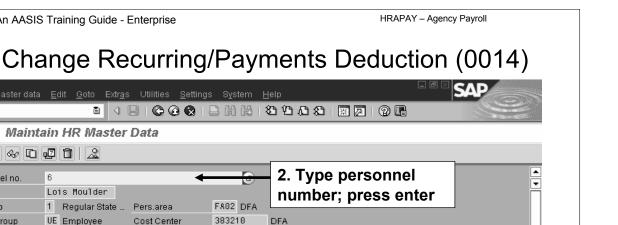
An employee's Conseco AD&D deduction has increased. Process the changed recurring deduction in AASIS

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The menu path is Human Resources > Personnel Management > Administration > HR Master Data > Maintain.



Career Manage...

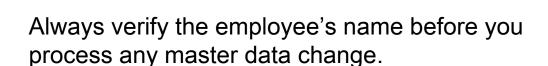
O Curr.week

Last week

O Last month

O Current Year

O Current month



Employment Issues

From curr.date

To current date

Choose

Curr.period

STy

Period /

Period

Fr.

Today

O A11

An AASIS Training Guide - Enterprise

🗖 🖹 Maintain HR Master Data

Lois Moulder

UE Employee

Regular State ...

Addtl. Employee Data

Pers.area

E.. V

Personnel no.

Name

EE group

EE subgroup

Infotype text

Addresses

Basic Pay

Infotype

Personal Data

Residence Status

Communication Direct selection

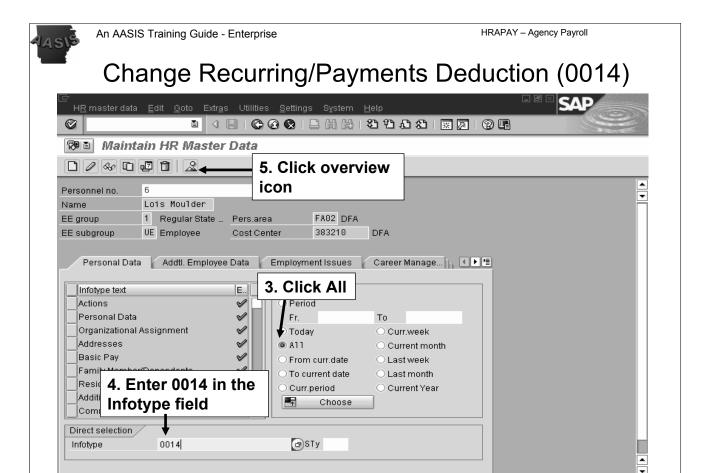
Organizational Assignment

Family Member/Dependents

Additional Personal Data

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Infotype 0014 is Recurring Payment/Deductions.

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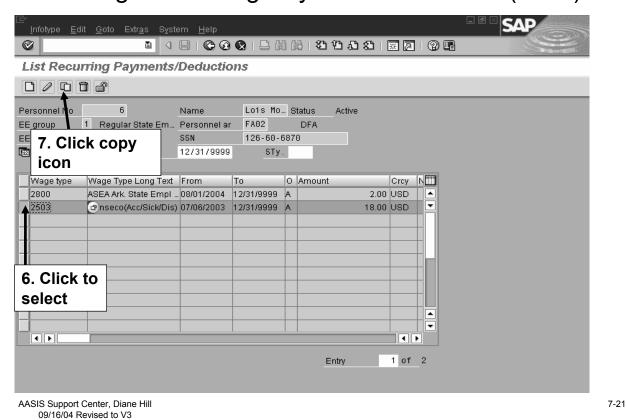
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Note: Before you change a pre-tax recurring deduction in AASIS, you must have received prior approval from FBMC.

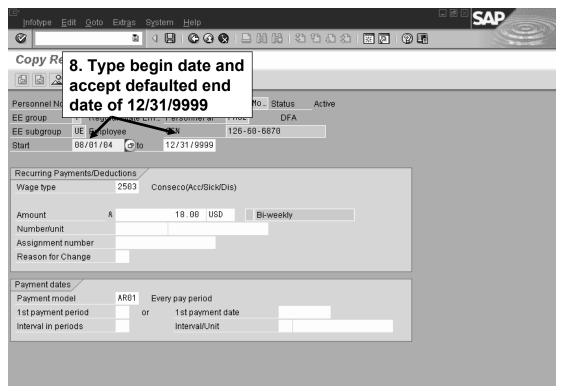


Change Recurring/Payments Deduction (0014)





Change Recurring/Payments Deduction (0014)



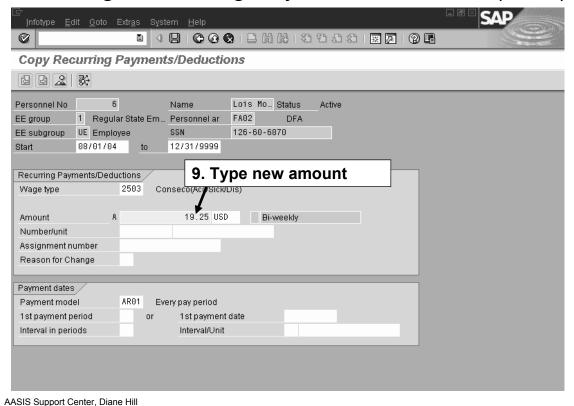
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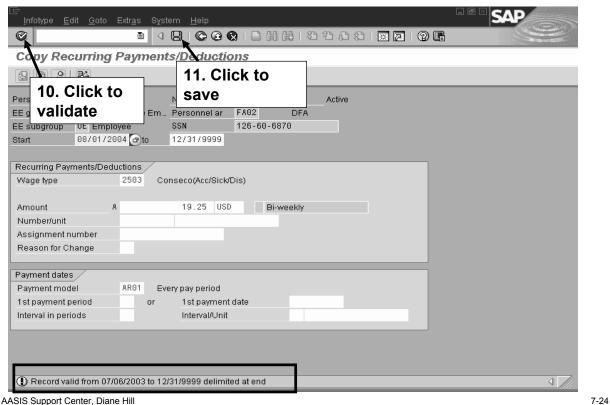
Change Recurring/Payments Deduction (0014)

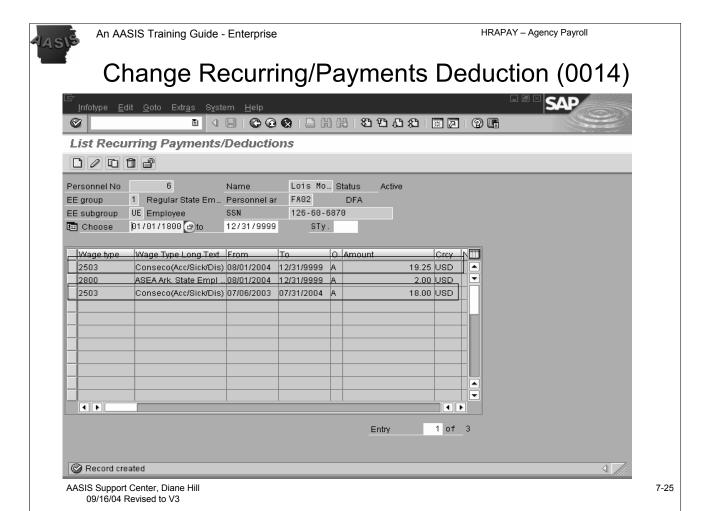


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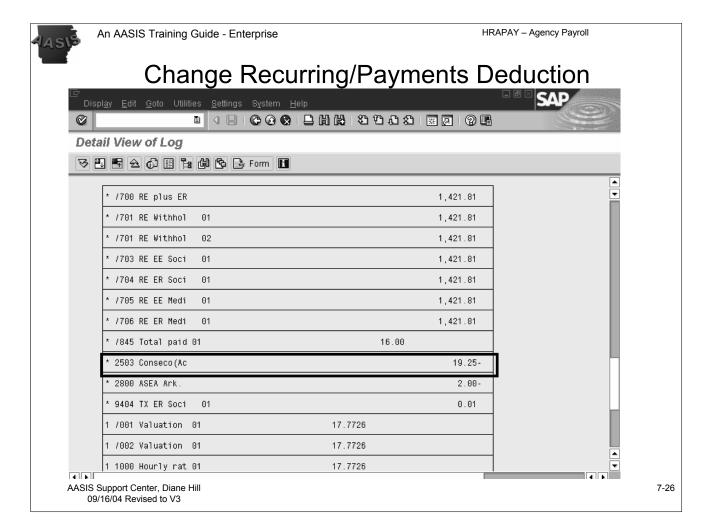


Change Recurring/Payments Deduction (0014)





You will notice the old deduction has a specified end date.



After you make any master data changes, always perform a payroll simulation to view the RT (Results Table) to determine how it will impact the employee's pay.

The 2503 wage type will display the new amount deducted for Conseco AD&D dues.



Demonstration

End Recurring Payments/Deductions (PA30)



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When an employee requests to stop a recurring deduction or payment, you must end the appropriate wage type by changing the infinite date of 12/31/9999 to a specified end date.

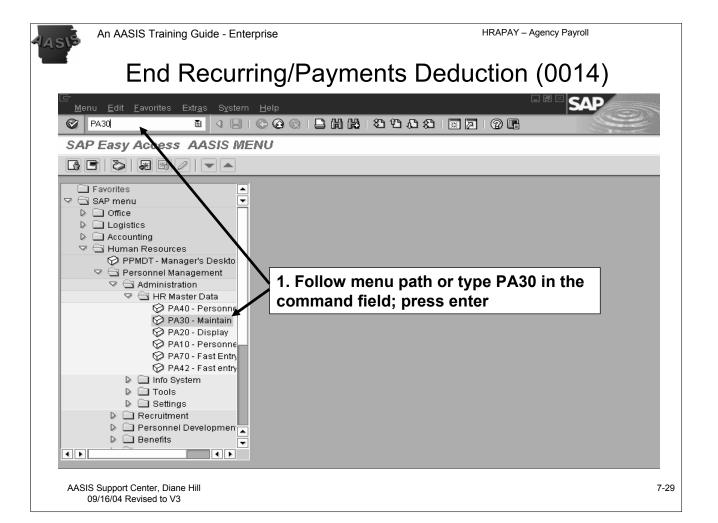
Note: When an employee terminates or retires, each of their recurring deductions or payments will be ended automatically. Once a Termination or Retirement action is completed approximate 10 minutes later, the deductions/payments will be ended. The termination date will be used as the effective date. You will only need to confirm the deductions have ended.

EXERCISE SCENARIO

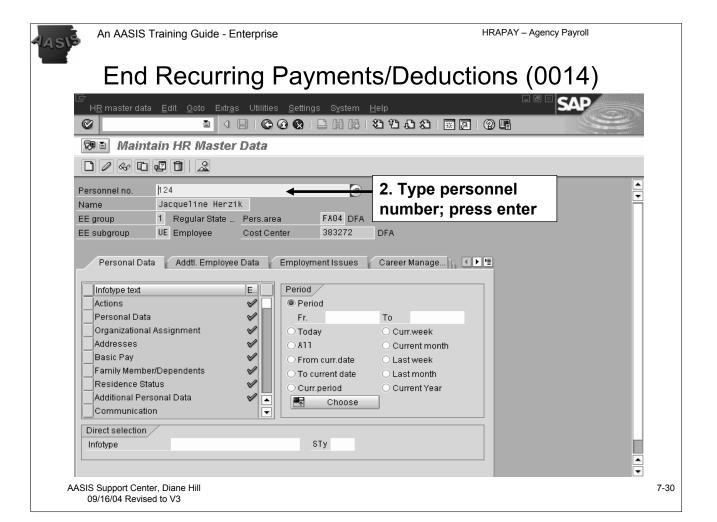
An employee has terminated his/her coverage with AFLAC.

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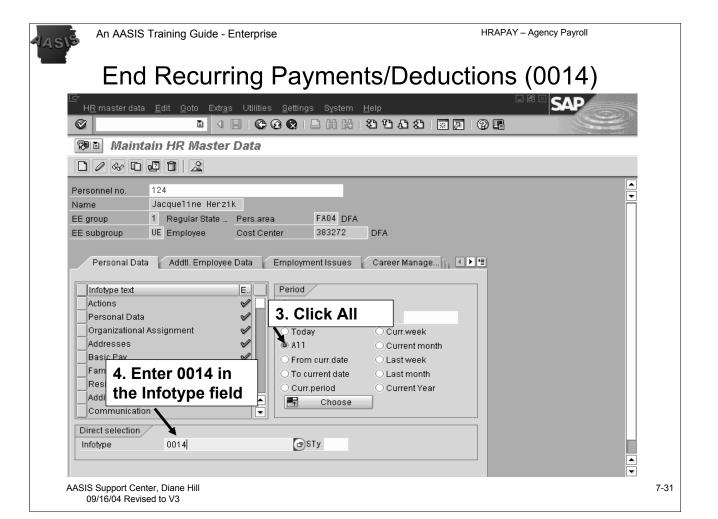
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The menu path is Human Resources > Personnel Management > Administration > HR Master Data > Maintain.

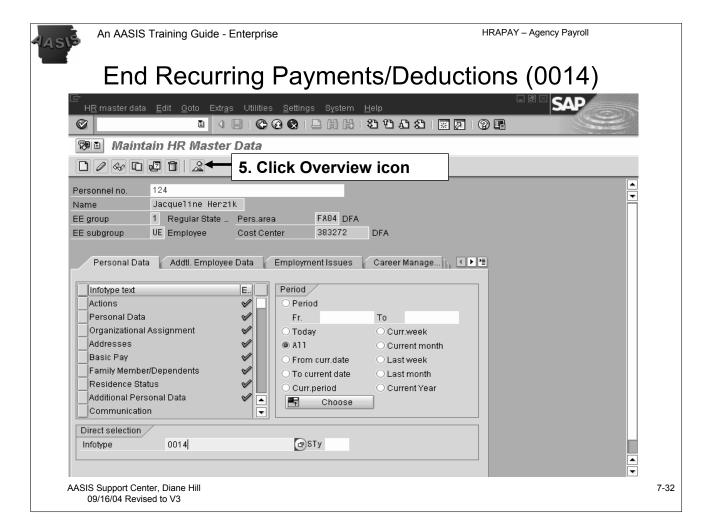


Always verify the employee's name before you process any master data change.



Infotype 0014 is Recurring Deductions/Payments.

Please remember: Before you change a pre-tax recurring deduction in AASIS, you must have received prior approval from FBMC.



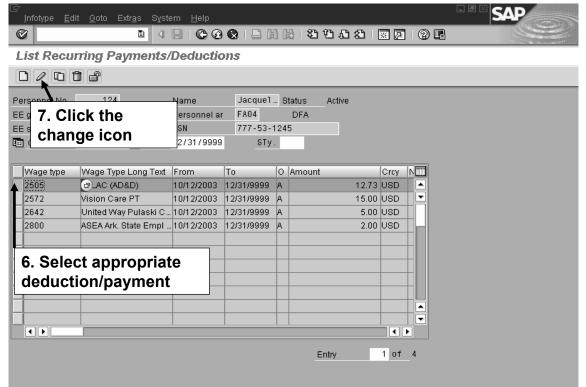
The overview icon will give display a list of all of the employees recurring deductions or payments.

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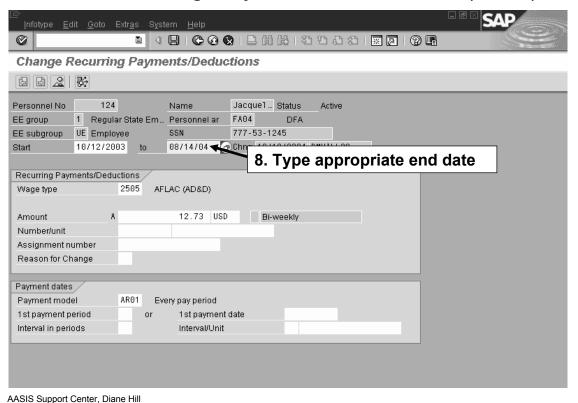
End Recurring Payments/Deductions (0014)



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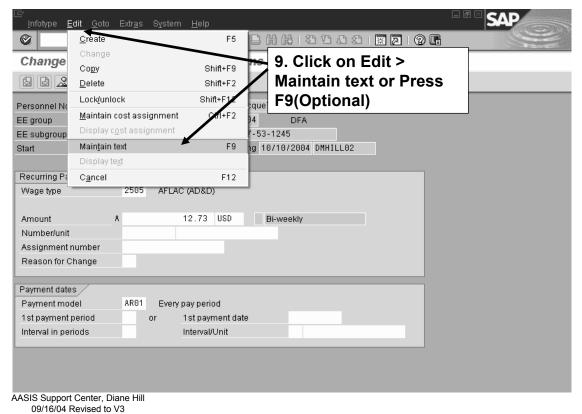


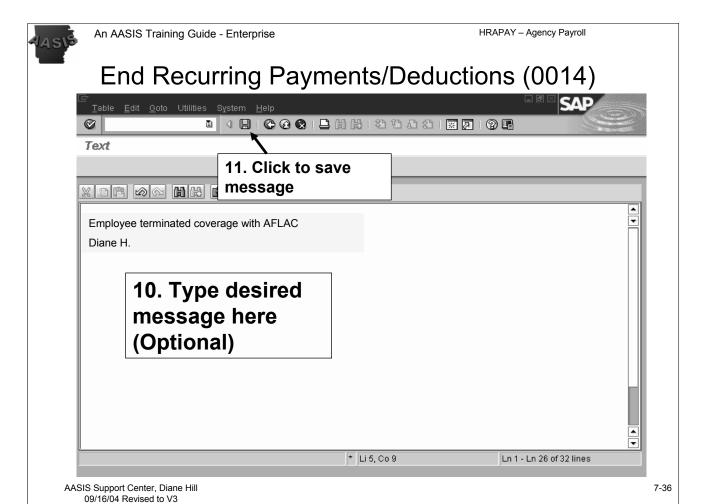
End Recurring Payments/Deductions (0014)

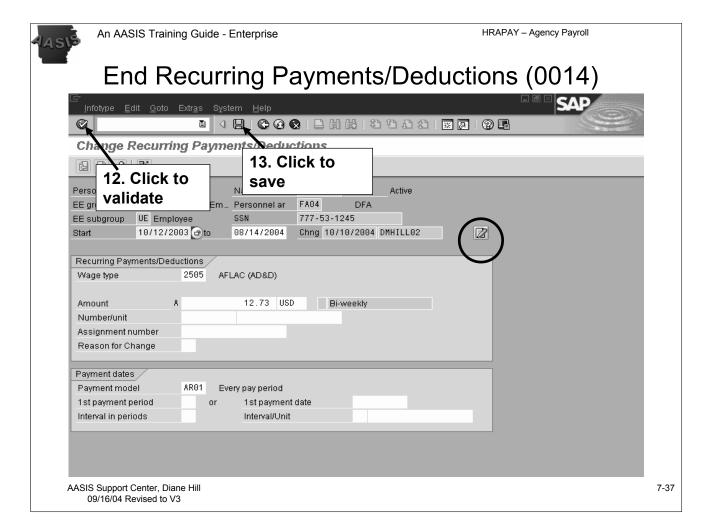




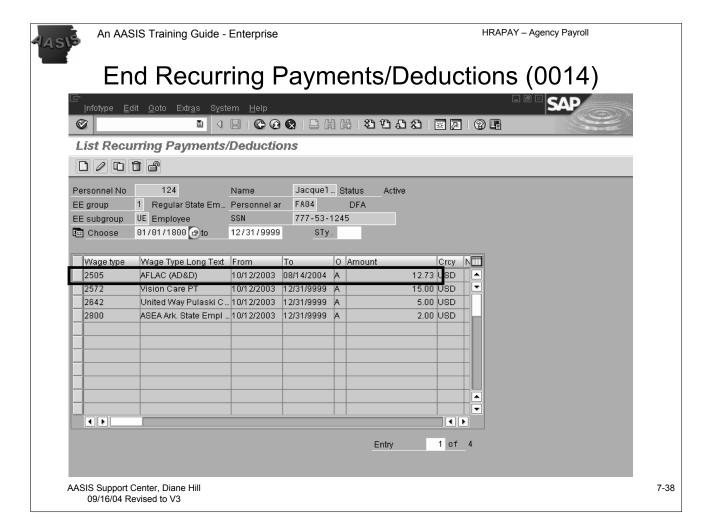
End Recurring Payments/Deductions (0014)







The notepad icon will be displayed on the infotype.



Note: Verify that the correct deduction/payment was ended.



Demonstration

Enter Recurring Payments/Deductions for Concurrent Employee (PA30)



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Time entry is no longer required for the **secondary** position of a Concurrent employee. The person with the role of Agency Payroll Systems Management at the primary Agency must create Infotype 0014 (Recurring Payments/Deductions to pay the employee for the number of hours worked.

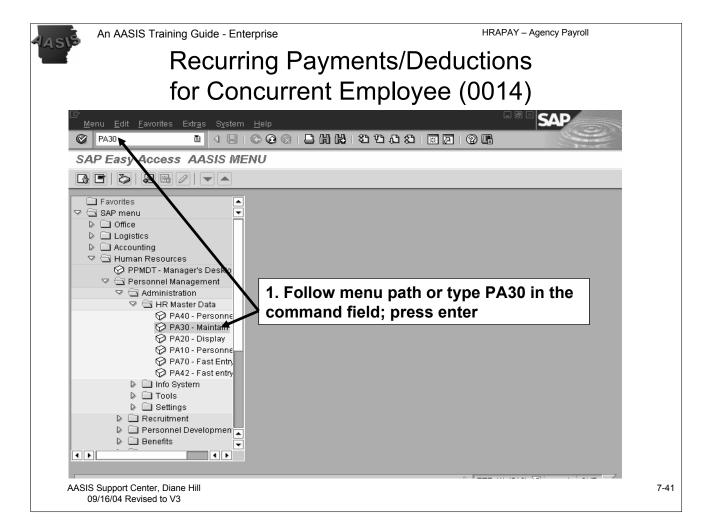


EXERCISE SCENARIO

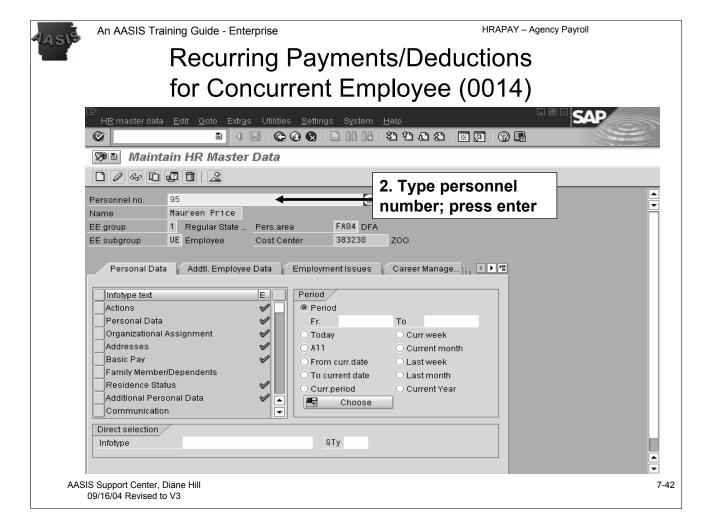
An employee in your Business area works at an Agency concurrently. Process their pay for the current pay period.

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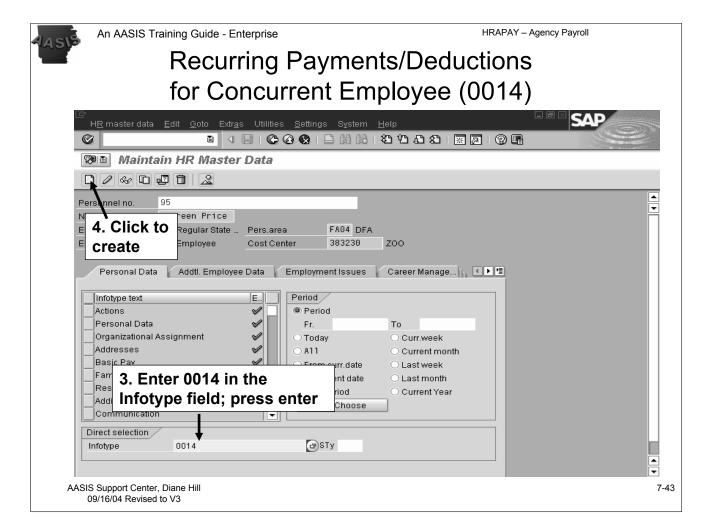
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The menu path is Human Resources > Personnel Management > Administration > HR Master Data > Maintain.

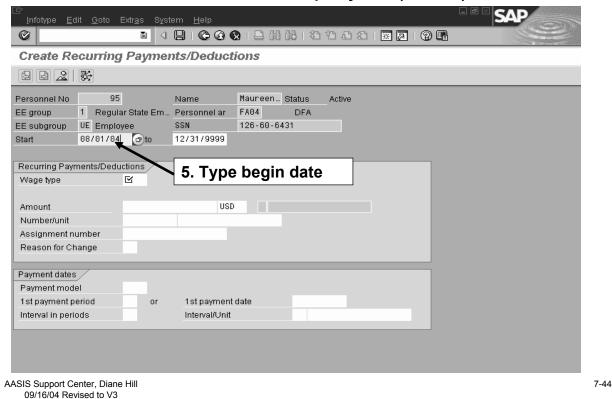


Always verify the employee's name before you process any master data change.



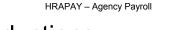
Infotype 0014 is Recurring Payments/Deductions.



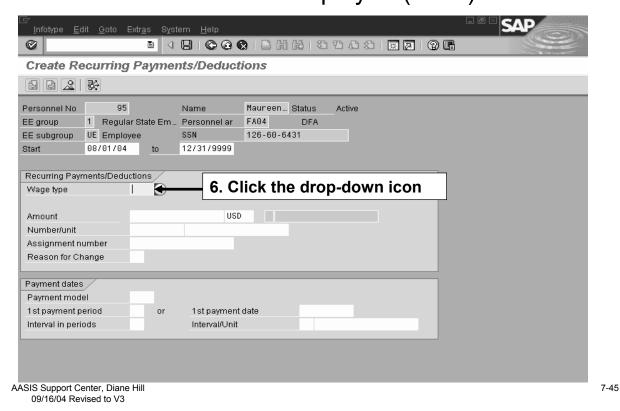


If the payment amount is constant, enter the beginning date in the 'Start' field. Accept the default end date of 12/31/9999, unless you have a specified date to end the deduction.

Note: If the amount varies week to week, enter the begin and end date of EACH pay period (Ex. 8/01/04 – 08/14/04).

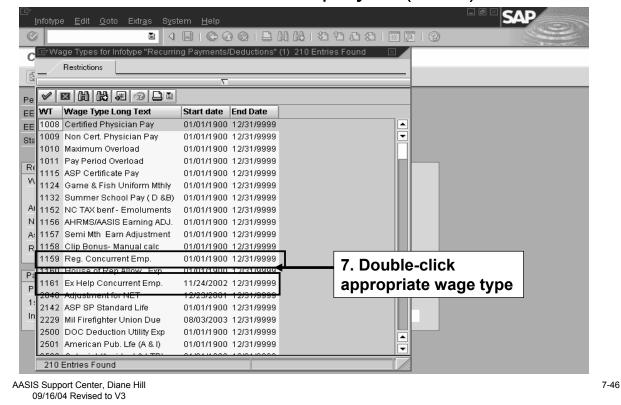






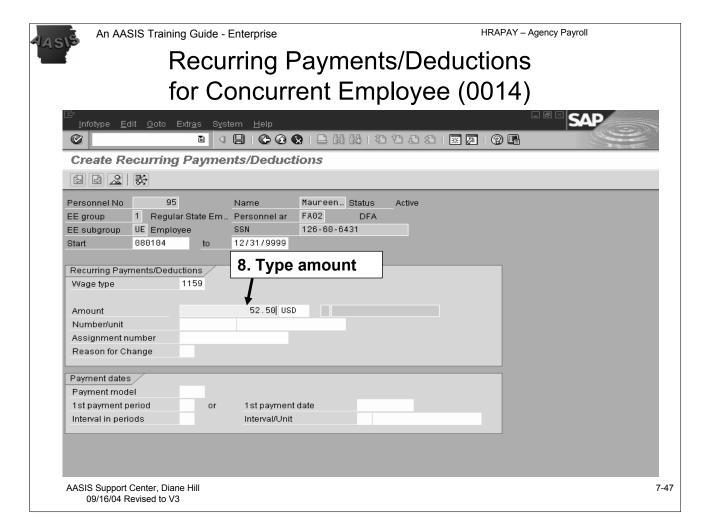
In the 'Wage type' field, click the drop-down icon to select the appropriate wage type from the drop down list.



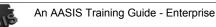


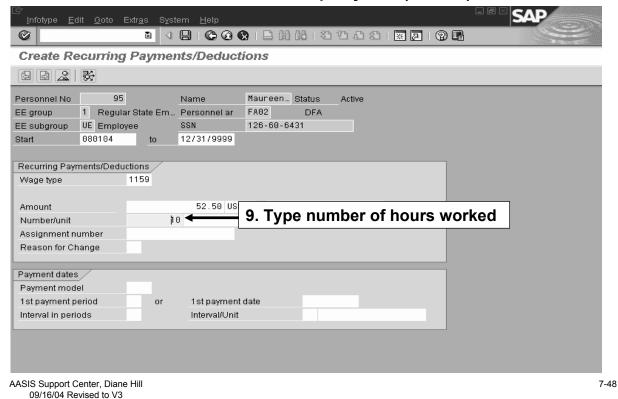
If an employee is occupying a regular position at the secondary Agency, use Wage type 1159 (Concur. Employment). If an employee is occupying an extra help position at the secondary Agency, you must use Wage type 1161 (Ex Help Concurrent Emp.). This wage type will ensure posting to the correct GL (General Ledger) account.

Wage type 1159 will post to regular salaries and Wage type 1161 will post to extra help salaries.

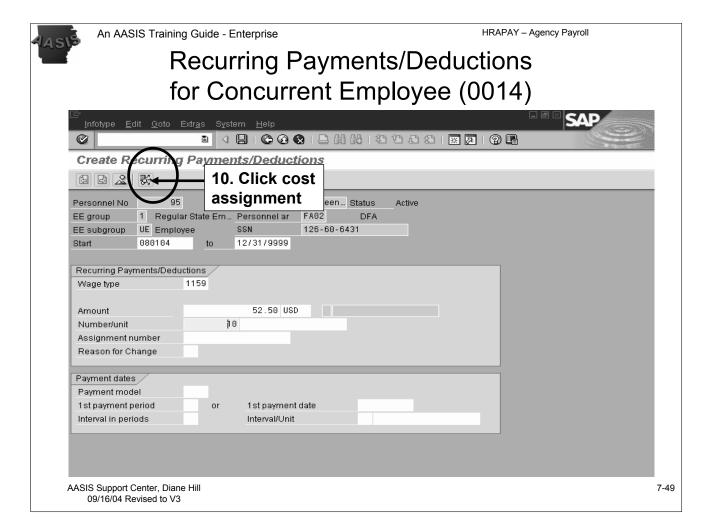


Enter the amount to be paid per pay period. This amount will be displayed as earnings on the employee's remuneration statement.

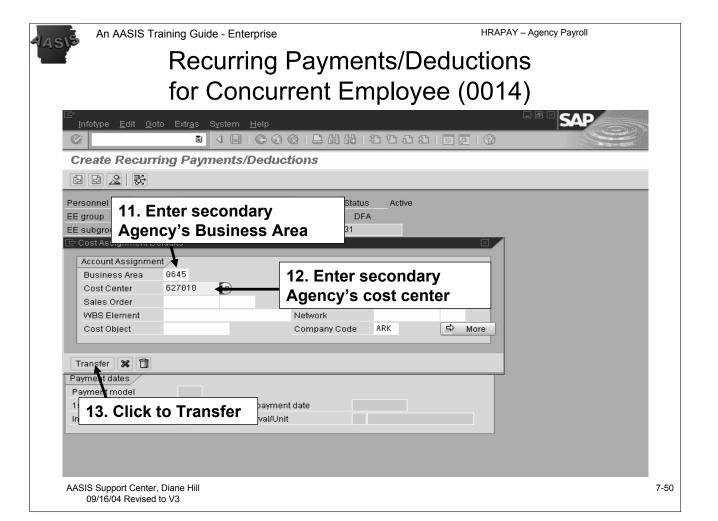




Type the number of hours worked at the secondary Agency in the Number/unit field first box. Since there are no hours entered in the CATS database, this will be used as a way for you to track hours vs. rate of hourly wage to ensure that the employee is being paid the proper amount.

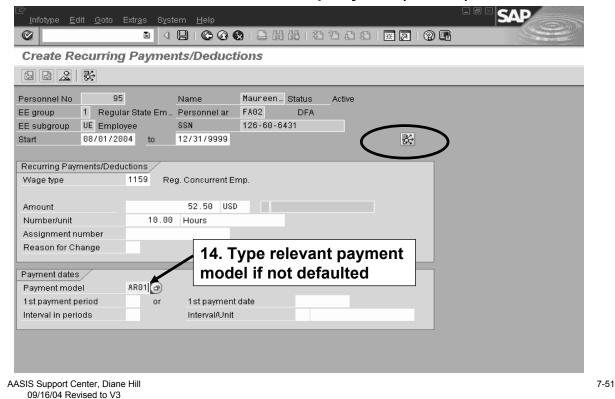


In order for the secondary Agency to pay for this amount, you must click the Cost Assignment icon.



Note: If you do not transfer a cost assignment for this payment, it will be charged against the primary Agency's budget.





The cost assignment icon will appear on infotype indicating that you have assigned the cost to another cost center.

Type the frequency of the pay in the 'Payment model' field.

The payment models to be used are:

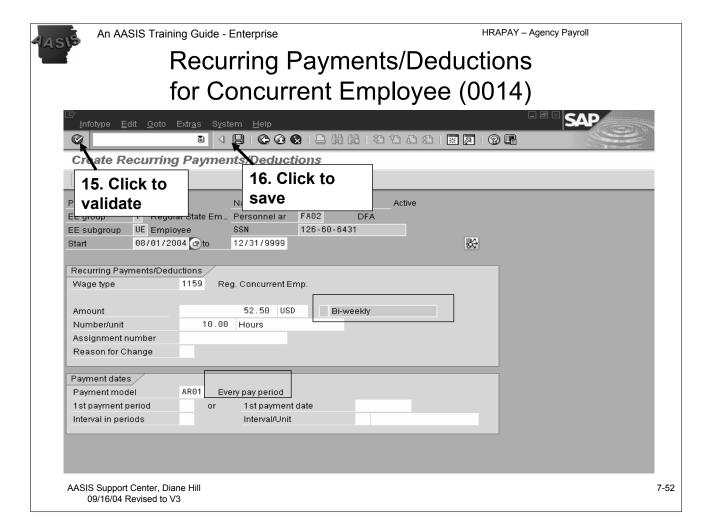
AR00 – Two times a month (Monthly)

AR01 – Every pay period (Bi-weekly)

AR02 – One time each month (Monthly)

AR04 – 1 time each month (1st Payperiod) (Monthly)

AR05 – 1 time each month (2nd Payperiod) (Monthly)



Once you have pressed enter or the green check, you will notice the field indicates the frequency of the payment.



